



PATENT APPLICATION

**RESPONSE UNDER 37 CFR §1.116
EXPEDITED PROCEDURE
TECHNOLOGY CENTER ART UNIT 2676**

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re the Application of

Shigeru KITSUTAKA

Group Art Unit: 2676

Application No.: 09/937,563

Examiner: G. CUNNINGHAM

Filed: October 18, 2001

Docket No.: 110713

For: GAME SYSTEM AND IMAGE GENERATION METHOD

REQUEST FOR RECONSIDERATION

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Sir:

In reply to the September 6, 2005 Office Action, reconsideration of the rejection is respectfully requested in light of the following remarks.

Currently, claims 1, 4-8, 19, 22-26, 37, 40-44 and 55-60 are pending.

The Office Action rejects claims 1, 19, 37 and 55-60 under 35 U.S.C. §102(b) over U.S. Patent No. 5,218,350 to Bollman in view of U.S. Patent No. 4,935,879 to Ueda, and further in view of GT Interactive, "3D Realms, and Torus Games Ship 'Duke Nukem' For The Game Boy Color" (Game Boy). Applicant understands that this rejection is an obviousness type rejection under 35 U.S.C. §103 as the rejection is based on obviousness. This rejection is respectfully traversed.

First, Applicant respectfully submits that Bollman is not combinable with Ueda or Game Boy. As described at col. 2, lines 5-8, Bollman is directed to a method for varying